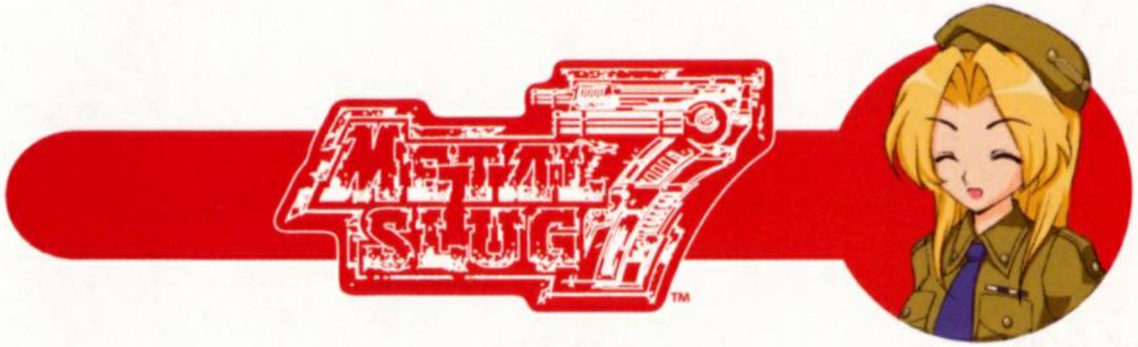

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SNK PLAYMORE

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PRINTED IN USA

NINTENDO DS™

SNK PLAYMORE PRESENTS

METAL SLUG 7™

INSTRUCTION BOOKLET

IGNITION entertainment
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⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

TEEN T CONTENT RATED BY ESRB

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PROLOGUE

After a reconstruction effort that progressed at nothing short of a miraculous pace, the wounds of war are slowly healing over and a sense of normality is finally returning. Then, in the middle of a documentary about global refuse problems, for the briefest of moments, someone looking very much like a Morden soldier crosses the shot. An elite infiltration squad of six is put together charged with target confirmation and annihilation. Marco, Tarma, Eri and Fio are joined by their old comrades-in-arms, Ralf and Clark. Under a veil of silence, an operation to land on the refuse island that's believed to be Morden's hideout gets underway…

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The screenshots in this Instruction Booklet are color-coded. Brown denotes the Top Screen, while green denotes the the Touch Screen. The screenshots in this Instruction Booklet are taken from developmental versions of the game, and may differ in places from those in the retail version.

THE CREW

MARCO ROSSI

Though generally good-natured, Marco becomes enraged at the mere mention of General Morden, who has been responsible for the loss of many of his friends and colleagues. He is a skilled member of the Special Forces squad and an elite hacker.

ERI KASAMOTO

Eri was an orphan, found abandoned in front of a church. One of her earliest memories is escaping from the church and becoming the leader of a street gang. Her leadership skills were discovered by the Government Forces Intelligence Agency, who gave her special training as a spy.

TARMA ROVING

In private, Tarma often makes fun of the over-serious Marco. He builds custom motorcycles as a hobby with a knack that rivals the professionals.

FIO GERMI

While still in two minds herself, Fio was made to join the Government Forces by her father. She was raised by loving parents and possesses a quiet demeanour. She is thinking of becoming a sports doctor in the future.

RALF JONES

Ralf and Clark are brothers-in-arms, and they always go into battle together. Off the record, Ralf is known to participate in tournament fighting, and his close-quarters combat ability far outstrips that of the average fighter.

CLARK STILL

Clark showed up in the mercenary squad some years ago, but nothing else is known about his past. Enemies unfortunate enough to run into him find themselves instantly flung into the air to land face down in the dirt.

GETTING STARTED

With the Nintendo DS power OFF, insert the Metal Slug 7 Game Card into the Game Card slot, and push it until it clicks into place.

FIRING UP THE GAME

⚠WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

After turning the power ON, you'll see a screen like the one pictured on the right. Make sure you understand the information displayed, and then touch the Touch Screen.

Touch the Metal Slug 7 panel on the DS Menu Screen, and the game's title screen will be displayed.

* If your DS is set to Auto Mode, this step will be skipped. For more information, please refer to your Instruction Booklet.

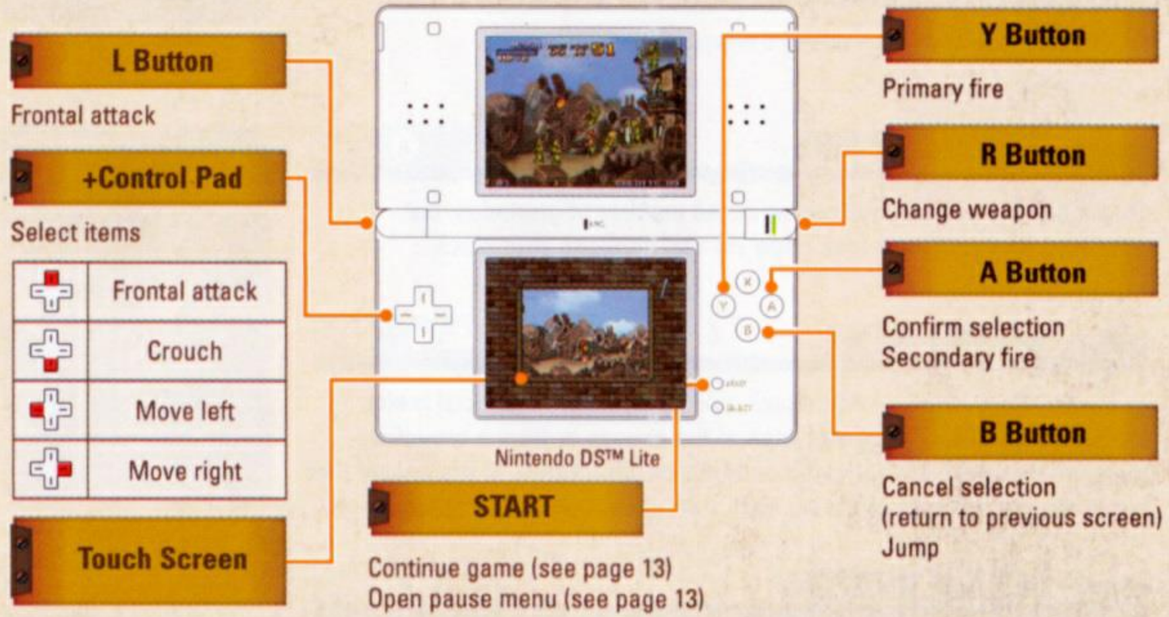
SAVING YOUR GAME

This game features an auto-save function. If you get a high score or all-clear time in the top ten ranking, you'll be given the opportunity to enter a nickname and save the details (see pages 13 & 17). You can clear this information by selecting "Reset Save Data" in "Options" (see page 9).

CONTROLS

Most of Metal Slug 7 can be played using only the DS's buttons. Please see pages 6 and 7 for a detailed breakdown of all the controls.

* The controls depicted below are the default controls when you first start the game. By selecting "Change Controls" in "Options" (see page 9) you can configure them as you wish.



* Pressing the L Button and the R Button at the same time as START and SELECT will reset the game and take you back to the start.
* Closing the DS during play will put it into Sleep Mode to conserve battery power. Simply open the DS again to resume the game.
* For information about playing on the Nintendo DS (NTR-001), please consult the Instruction Booklet.

BASIC COMBAT

PRIMARY FIRE (Y)

Fire a shot from one of the intro weapons (like the handgun or heavy machine gun), or from an acquired item of weaponry (see page 15). At close quarters with the enemy, this executes a knife attack instead.

* The heavy machine gun is the intro weapon in beginner mode.

SECONDARY FIRE (A)

Toss a hand grenade. You have a limited number of grenades, but acquiring an ammo item (see page 15) can increase your stock.

SPECIAL MELEE (L + Y)

In contrast to a regular knife attack, you can unleash a special melee attack without being in close range of the enemy, or from a crouching position. However, it won't work on tanks or other forms of the enemy that blade attacks have no effect on. Ralf is an exception to this rule, though.

CHANGE WEAPON (R)

Exchange the weapon you're currently equipped with for a reserve weapon (see page 14).

THROW WEAPON (L + A)

Chuck the weapon you're currently using. You can't do this with intro weapons, however.

SPECIAL ACTIONS

Some characters have special abilities that can be activated by pressing UP on the +Control Pad + the L Button + the Y Button.

Marco	*Salvo.* Fire a volley of shots from a fixed position. (He can't move while performing this action.)
Tarma	*Slug kick* (see page 18). If "RECOVER" is displayed, endurance recovers by 1/3. If "DAMAGE" is displayed, endurance dwindles by 1/3.
Ralf	*Vulcan punch.* Ralf unleashes a fast series of punches while still able to move around. At close quarters with the enemy, this can even destroy tanks.
Clark	*Super Argentine Back Breaker.* Clark can throw the enemy. If you manage to throw a series of enemies with no more than 1.5 seconds between each throw, you get 1000 points for 1, 2000 points for 2, 4000 points for 3, 8000 points for 4 and 16000 points for 5 enemies thrown.

SLUG ACTIONS

BOARD / LEAVE SLUG

Pressing the B Button when you're near a slug that shows the "IN" marker, allows you to climb on board. Press DOWN on the +Control Pad + the B Button when you want to get off again.

FRONTAL ATTACK

Pressing the L Button will cause the slug to slam into the enemy and self-destruct, inflicting massive damage.

* Your character will automatically eject from the slug.

THE MAIN MENU

Pressing START or the A Button on the title screen opens the main menu. To return to the title screen, press the B Button.

OPTION SELECTION

There are five options to choose from. Pick one using the +Control Pad and confirm your selection with the A Button.

Currently selected option.

MAIN MISSIONS

Aim to complete the missions by battling through a multitude of enemies (see page 10).

RANKING

This shows you the leader board of the top ten high scores and all-clear times. Press LEFT and RIGHT on the +Control Pad to switch between "HIGH SCORE" and "RECORD TIME". Pressing the L Button or the R Button changes which level's results you're viewing.

COMBAT SCHOOL

Increase your level of ability by completing the training sessions set by the drill instructor (see page 16).

PRISONER LIST

This option displays a rundown of all the POWs you've managed to rescue on each mission (see page 14). Pick a mission number with UP and DOWN on the +Control Pad and press the A Button to select it.

POW still awaiting rescue.

Upon completing a mission, the names of rescued POWs are displayed.

OPTIONS

Select this to alter the game controls or settings. You can also reset your save data here. Use UP and DOWN on the +Control Pad to select the setting you want to change.

* Important Note: Once you reset your save data, you cannot restore it again.

Change controls.

Press the A Button to open the control settings screen.

Auto-fire.

Determines whether your weapon shoots continuously or not. Press LEFT and RIGHT on the +Control Pad to change the setting.

THE MAIN MISSIONS

Your ultimate aim is to complete your missions. You'll need to make good use of items of weaponry (see page 15 and slugs (see page 18) to cast aside the enemies obstructing your road to victory.

LEVEL SELECTION SCREEN

There are three levels of difficulty to choose from. Pick a level pressing UP and DOWN on the +Control Pad and confirm your selection by pressing the A Button.

Currently selected level.

Beginner	Low difficulty for uncomplicated fun. This is the best level to choose if you just want to play the game for a short period of time.
Normal	Medium difficulty. Progress carefully, and aim to complete all of the mission objectives.
Hard	Maximum difficulty. Experienced action gamers will want to challenge themselves to this level!

CREW SELECTION SCREEN

You can choose from the six main characters in the game. The Touch Screen shows a profile of the currently selected crew member. Use the Nintendo DS stylus to slide the scroll bar up and down to see all of the information. Pick someone using the +Control Pad and confirm your selection by pressing the A Button.

CREW PERFORMANCE PROFILES

Each character in the game has his or her strengths and weaknesses.

Marco	Marco is twice as effective with a handgun as the average crew member. When playing at beginner level, the heavy machine gun he uses is also doubly powerful. He can also carry out *salvo* attacks (see page 7).
Eri	Eri has a doubly large stock of hand grenades and grenade ammo. By using the +Control Pad, she can be made to chuck grenades freely in any direction.
Tarma	Tarma makes slug endurance and ammo double the normal amount. Vulcan cannon power also increases by 50%, and it can be used in fixed mode (holding down the primary fire button will unleash a volley of shots and fix the gun's aim).
Fio	Fio possesses a heavy machine gun as her intro weapon. She has 50% more ammunition and weaponry supplies than average.
Ralf	Ralf can attack at double speed in combat at close quarters. However, his ammunition and weaponry supplies are half the average amount. When first hit, he suffers no damage, but subsequent hits slow his movement.
Clark	Clark can throw enemies with his unique Super Argentine Back Breaker move (see page 7).

MISSION SELECTION SCREEN

Pick a mission by pressing UP and DOWN on the +Control Pad and confirm your selection by pressing the A Button.

* When you first play the game, you won't be able to select a mission. Once you've completed a mission, however, you'll presented with a choice of missions.

SCREEN DISPLAY

You control the crew member on the Top Screen. The Touch Screen shows a map of the current level. Slide the stylus on the map to see what's coming up ahead of your current position. (You can also go back to the place where you started the level.)

Score

The points you've acquired.

Remaining Ammo

The ammo left in your primary and secondary weapons.

Slug Gauge

Your slug's endurance. This decreases whenever your slug takes a hit, and the slug will explode if this gauge reaches zero.

Remaining Crew

The number of crew members left in reserve.

Rescued POWs

See page 14.

Rush Blaster Meter

See page 14.

Weapon Stock

See page 14.

"GO!" Marker

Indicates which direction to advance in.

Level Time Limit

When this reaches zero, your crew member will die.

Credits

Number of remaining continues.

Item Location

See page 15.

POW Location

Crew Member's Current Location

CONTINUE SCREEN

If your entire crew falls in battle, you'll see a screen like the one shown on the right. If you'd like to carry on playing the game from where you were, press START before the countdown timer reaches zero. After you've picked a crew member, you'll be able to continue on your mission.

* Once you have run out of credits, you'll no longer have the option of continuing.

NICKNAME ENTRY SCREEN

If you manage to get a high score or all-clear time in the top ten you'll be presented with a screen like the one pictured on the right. Use left and right on the +Control Pad to cycle through the alphabet, and press the A Button to select a letter. Press the B Button to delete the last letter.

Letter being entered.

PAUSE MENU

If you press START at any time during the game, a screen like the one pictured on the right will be displayed. If you move to "Quit game" using up and down on the +Control Pad and press the A Button to confirm, the current game will end, and you'll be returned to the main menu.

* Note that you can't save the progress that you've made through the current level.

WEAPON STOCK SYSTEM

You can hold on to a maximum of two items of weaponry that you acquire, not including the intro weapons (handgun and heavy machine gun). And any weaponry that you pick up during the course of a mission can only be used on that mission. Once you complete the mission, or if you are killed, you'll go back to being equipped with the intro weapons.

* The heavy machine gun is the intro weapon in beginner mode.

RUSH BLASTER SYSTEM

By carrying out repeated attacks within a set period of time, you can push up the rush blaster meter and increase your scoring potential. At first you double it, then quadruple it, and so on, up to a sixteen-fold increase. When the meter hits the maximum, it will start to flash white. From that moment until the meter falls back to zero again, you will score sixteen-times points! When the meter reaches zero, your points multiplier goes back to normal and you'll need to start pushing up the meter again.

Double points.

Quadruple points.

Eight-times points.

Sixteen-times points. The icon appears after you defeat an enemy.

RESCUE POWS!

You can cut through the ropes binding POWs with a knife or a bullet. As soon as you touch a freed POW, that POW is considered successfully rescued! A rescued POW will give you items of weaponry or other special items as recompense.

WEAPONRY ITEMS

You can bolster your arsenal by picking up items of weaponry that you find along the way on your missions, or that you're given for rescuing POWs. Here's a small taster of what's available.

H	**HEAVY MACHINE GUN** Can shoot along a diagonal trajectory.	R	**ROCKET LAUNCHER** Blast following impact also causes damage.
I	**IRON LIZARD** Shots slither along the floor to their target.	D	**DROP SHOT** Bounces four times before exploding.
C	**ENEMY CHASER** Projectiles home in on the enemy.	L	**LASER GUN** Projects a devastating laser beam at the enemy.
S	**SHOTGUN** Outstanding firepower, but short range.	G	**SUPER GRENADE** Blast following impact also causes damage.
F	**FLAME SHOT** Projects fire at the enemy.	Z	**ZANTETSU SWORD** Can wipe out enemy fire.

OTHER ITEMS

	SHELLS Increases your stock of grenades and bullets.	FIRE	**FIRE BOMB** Ejects flames to either side on impact.
GAS	**GAS TANK** Boosts slug endurance by 1/3.		**POINTS ITEMS** There are all sorts of other items you'll encounter.

COMBAT SCHOOL

You can choose from "To Training Grounds" or "Speak to Drill Instructor". Pick one or the other by pressing UP and DOWN on the +Control Pad and press the A Button to confirm.

DRILL SELECTION SCREEN

After selecting a training option with UP and DOWN on the +Control Pad followed by the A Button, you'll proceed to the crew selection screen (see page 10). Once you've picked a crew member, the drill session will begin.

* As you progress in your main missions (see page 10), your drill session options will increase.

Points

Points acquired / Max. possible points

Target Elimination	Wipe out the enemy unit. Depending on the drill, limits may be imposed on number of misses or on weaponry.
Item Collection	Commodity retrieval exercise. This drill is judged on the proportion of items retrieved.
POW Rescue	Liberate prisoners of war. This drill is judged on the proportion of prisoners freed.
Base Assault	Cripple the enemy base's military potential. Depending on the drill, limits may be imposed on number of misses or on weaponry.
Special Training	Various different scenarios to complete.

* The Touch Screen shows details about each drill. Use the stylus to slide the scroll bar up and down to see all of the information.

RESULTS SCREEN

Upon completion of a training session, you'll be presented with a screen like the one pictured on the right. Check your performance, then press the A Button.

Next rank

The number of points required to attain promotion to the next rank.

Current rank

The current rank you hold and the points you've acquired so far.

Grade

Your performance is graded into one of four categories, S, A, B or C.

RANK LIST

As you attain more points in your training, you will climb through the ranks. You start as a new recruit, but with enough training, you could climb all the way up to be General of the Army! You'll find the attitude of your drill instructor, Cynthia, changes as your rank increases.

GA. (GENERAL OF THE ARMY)
GEN. (GENERAL)
LG. (LIEUTENANT GENERAL)
MG. (MAJOR GENERAL)
BG. (BRIGADIER GENERAL)
COL. (COLONEL)
LCL. (LIEUTENANT COLONEL)
MAJ. (MAJOR)
CAP. (CAPTAIN)
LT. (FIRST LIEUTENANT)
2LT. (SECOND LIEUTENANT)
CWO. (CHIEF WARRANT OFFICER)
WO1. (WARRANT OFFICER 1)
SGM. (STAFF SERGEANT MAJOR)
MSG. (MASTER SERGEANT)
PSG. (PLATOON SERGEANT)
SSG. (STAFF SERGEANT)
SGT. (SERGEANT)
CPL. (CORPORAL)
PFC. (PRIVATE FIRST CLASS)
PVT. (PRIVATE)
RECRUIT

THE SLUGS

On each level, you'll come across weaponised armoured vehicles known as "slugs". Here's an introduction to some of the slugs that appear in Metal Slug 7.

METAL SLUG

Everyone's favourite all-purpose tank! Its overwhelming firepower rips the enemy to shreds.

SLUG TRUCK

A new arrival in the Metal Slug series. With the ability to couple up to four of them in a row, can anything rival the sheer firepower of this beast?

SLUG FLYER

A single-pilot, small-scale VTOL aircraft. While on the ground, it has grenade capability.

SLUGNOID

A bipedal tank whose primary cannon is configured to fire to the rear.

SLUG GUNNER

A biped ambulatory weapon. It can deliver punches to the enemy in place of the Vulcan cannon.

SLUG GIGANT

A huge slug, appearing for the first time in the series, that boasts tough defensive capabilities coupled with sensational firepower.

NOTES

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

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